

CLAIMS

What is claimed is:

- 1 1. A system, comprising:
2 a finite state machine operating within a portable thread environment;
3 and
4 one or more PTE message generators configured to pass event
5 information contained in PTE messages to the finite state machine, wherein the
6 finite state machine changes states according to the event information.
- 1 2. The system of claim 1, wherein the event information comprises one
2 or more events passed to a thread and a present state of the finite state machine.
- 1 3. The system of claim 2, wherein the finite state machine comprises:
2 a message interpreter configured to accept the PTE messages; wherein the
3 interpreter maps the messages to actions using the look-up table.
- 1 4. The system of claim 3, wherein the finite state machine further
2 comprises:
3 a storage device for storing the one or more actions.
- 1 5. The system of claim 4, wherein the finite state machine further
2 comprises:
3 a state changer configured to change the state of the finite state machine
4 based upon event information and the previous state of the finite state machine.

6. A method comprising:

- receiving PTE messages by a finite state machine in a portable thread environment, wherein the messages contain event information;
- mapping the state transition information with actions stored in a storage device; and
- changing from a first state to a second state based upon the first state and the event information.

1 7. The method of claim 6, wherein the finite state machine stays in the
2 first state based upon the first state and the actions.

1 8. The method of claim 7, further comprising:
2 generating state machine events relating to the state of the finite state
3 machine.

1 9. The method of claim 8, further comprising:
2 distributing the state machine events between one or more threads in the
3 portable thread environment.

1 10. The method as in claim 9, further comprising:
2 distributing the state machine events between one or more threads in the
3 portable thread environment and a second portable thread environment.

1 11. A system, comprising:
2 means for receiving PTE messages by a finite state machine in a portable
3 thread environment, wherein the messages contain event information;

